ELECTRONIC GAME & WATCH™

TROPICAL FISH™ (TF-104)

Goldfish Bowl

Alarm Cat

Number of misses

Time/Score

GAME A KEY

ALARM

GAME B KEY

ACL

TIME KEY

Tropical Fish

Button 1
/Hour setting

Button 2
/Minute setting

Hungry Cat

Water Tank

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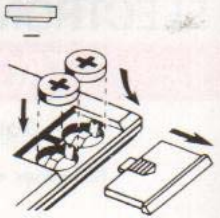
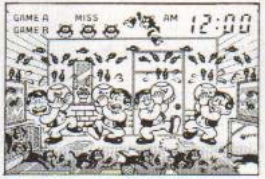
http://www.replacementdocs.com

INSERTING THE BATTERIES



Insert two LR44 or SR44 batteries into battery compartment with the positive electrode atop.
When the batteries are exhausted, the display becomes vague and hard to look at, and the sound becomes low or be completely lost. In such cases, replace the batteries immediately. (This unit may fail if batteries are left exhausted.)

TIME SET



Push ACL switch lightly with a sharp-pointed instrument. Do not hold down. A display will appear as illustrated. By pressing Button 1, you control the hours. Button 2 controls the minutes. When you have set the desired time, press the TIME key and the clock will start.
Pattern moves every second. To set the time without canceling max. score or alarm time setting, press TIME key and, while holding it in, press and release ALARM switch.

(If ACL switch is pressed for extended period of time, battery life is shortened considerably.)

ALARM SET

Push ALARM switch lightly with a sharp pointed instrument. A bell should appear. (If a bell does not appear, push again.) Alarm is set when bell is on the screen.
By pressing Button 1, you will control the hours. Button 2 controls the minutes. After setting numbers in above manner, push TIME key to set the alarm time. Check AM/PM of time.
When pre-set alarm time arrives, alarm cat rings the bell. Alarm will ring for about one minute. To turn off manually, press TIME key. (When GAME & WATCH is in game mode at alarm time, alarm cat will shake the bell without sound.)
Push TIME key to check the alarm time. It is indicated while the key is depressed.

HOW TO PLAY

Energetic tropical fish jump from a water tank.
On the floor, a hungry cat waits. Catch fish in the goldfish bowl to save them from the cat.

* At first, the fish jump slowly. As the score increases, the speed and number of fish increases.
* The speed and number of fish temporarily decreases for every 100 points scored.

(Control Button)

Button 1 : Moves goldfish bowl to the left.

Button 2 : Moves goldfish bowl to the right.

(Game Start)

Press Game Key A or B to display the high score in Game A or B. Release key to start game.

* Pressing ACL switch or removing batteries erases the high score from memory.
* Play is not interrupted even if the TIME key or other game key is pressed during game.

* In Game A, fish will jump from right to left.
* In Game B, fish may jump from either the left or right water tanks. In addition, fish can jump to the right or left of the goldfish bowl.
* Once game is over, the time display function will return after about 5 minutes.

(Points)

One point is awarded for each fish caught or returned to the water tank.
Maximum displayed score is 9,999 points.

(Misses)

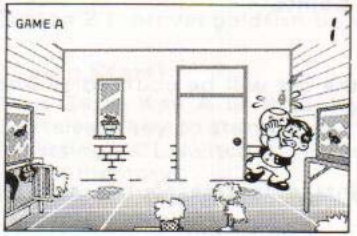
Each fish dropped and eaten by the cat will be counted as one miss. Game ends after three misses.

(Bonus)

When the score reaches 300 points a fanfare sounds and all misses are cancelled.

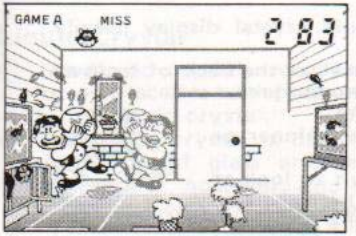
THE OPERATION OF CONTROL BUTTONS

When the game is started, fish begin jumping from the right water tank.



Using Button 1 and 2, move the goldfish bowl to the left and right to catch the jumping fish.

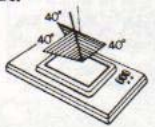
Once caught, fish will quickly jump from the bowl.



Catch the fish and guide them to the left water tank.

CAUTIONS

1. Do not use pencil or pin when pressing ACL or ALARM switch.
2. This unit is made of precise electronic components. Avoid storing or playing the unit in extreme temperatures. Avoid dropping unit.
3. The response speed may slow down or the lighting may fail at low temperatures. As the liquid crystal is destroyed at high temperatures, never leave the unit in a car which is exposed to direct sun light.
4. As exhausted batteries will give an adverse effect to the unit, replace them without delay. (If the battery is exhausted, the display of the liquid crystal will become vague and difficult to look at.)
5. Be careful not to press the liquid crystal display heavily. Otherwise the display may fail.
6. Do not put the unit in the pocket at the back of trousers. The display may be damaged when you take a seat.
7. Wipe any dust with a soft dry cloth.
8. Do not use volatile oils such as thinner or benzine and alcohol for wiping.
9. The liquid crystal may be difficult to look at depending upon the angle. The best angle at which to look is as illustrated in the figure.



Batteries and Liquid Crystal

Batteries

1. When batteries are removed from GAME & WATCH, be sure to keep them out of reach of children.
2. Battery life is the same whether installed in game or removed.
3. If a battery should be swallowed, call doctor immediately.
4. Do not recharge batteries or place them on metal or aluminum sheet. Be careful not to carry two or more batteries in the pocket.
5. Do not use batteries as toys. Use only as intended in GAME & WATCH.

Liquid Crystal

* The liquid crystal uses glass parts. It should not be dropped, hit or placed under pressure. Any of these can cause damage to the liquid crystal.
* The liquid crystal is designed as well as possible to prevent shattering of glass and leaking of liquid if the crystal is broken. If, however, liquid does contact the skin, wash immediately with soap and water.

SPECIFICATIONS

Accuracy of the clock : Average daily differential within ±3 secs. (under normal temperature)

Battery : Two Alkali-Manganese batteries (LR44 or SR44)

Life of the battery : For clock display
Approx. 6 months on LR44
Approx. 12 months on SR44
For one-hour-game a day
Approx. 6 months on LR44

Working temperature : 10°C to 40°C (50°F to 104°F)

MEMO

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